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# LEGO Rock Raiders Character Descriptions

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## Minifigures

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### Captain / Advisor (a.k.a. Alex McCloud)

The Captain is the oldest and most experienced of the Rock Raiders team. Calm in any situation, he has the experience to solve almost any problem. The other Rock Raiders look to him for advice which he dispenses with his own no-nonsense style.



Arguably one of the greatest miners in the whole of LEGO he now resides on board the Explorer from where he sends his orders and advice to the other Rock Raiders. However in times of extreme danger he has been known to teleport down to the planet's surface to put things right.

Nobody knows quite how he gained his plasma arm but some say that it was during a mission to save 37 minifigures trapped in a cave in on a distant planet. He is as courageous as he is modest and wise.

Skills	Rating out of Ten
Engineering	9
Driving	9
Piloting	8
Sailing	7
Geological Knowledge	9

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### Pilot (a.k.a. Tanya)

Tanya is one of the most courageous and strong-minded of the Rock Raiders team. Her piloting skills are legendary and she has built a reputation of being able to fly anything from a Hoverboard to a Giant Lifter Helicopter like no one else.

Ready for any challenge she always approaches her missions with a level head. Tanya will never shirk a difficult task and has great problem solving skills.



Skills	Rating out of Ten
Engineering	6
Driving	7
Piloting	9
Sailing	8
Geological Knowledge	5

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### Driver (a.k.a. Jan)

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Mike is happiest behind the wheel of his 'Big Turbo Driller' although he is an expert in any ground-based vehicle.

Three times 'LEGO World Racing Champion' his ability on the ground is second to none. Mike had been earning the money for his racing through his work with the LEGO Rock Raiders. After his third successive victory he decided to join the Rock Raiders full time. Only here did he find the challenge that he so eagerly wanted. Only with the Rock Raiders team did he find the excitement and adventure that he loves.

Quick witted and jovial Mike is always first to a joke especially in a sticky situation.

Skills	Rating out of Ten
Engineering	5
Driving	9
Piloting	7
Sailing	8
Geological Knowledge	6

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### Geologist (a.k.a. Boris)

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Boris is a very learned man with more degrees and qualifications than Rufus has tools. He is renown for his skills in locating Power Crystals and Ore. Some minifigures say that it is almost as if he can 'sense' them in the rock.

Boris is very rational and will always think his way around a problem. Unlike Mike, Rufus will always assess a situation before jumping in.

Boris is also an expert in explosives and a natural explorer. Nothing pleases him more than charting out a new planet or discovering new types of power crystal and ore.



Skills	Rating out of Ten
Engineering	8
Driving	7
Piloting	5
Sailing	6
Geological Knowledge	9

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### Sailor (a.k.a. Mike)

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Mike is happiest navigating new underground lakes and riding the underground rapids. An expert on the water, Mike takes great pride in his Large Catamaran. He is very capable in getting his work done; however if things are not going quite right, he is the first to let the others know. Mike will not stand for any nonsense. Sometimes a little grouchy, especially if he has missed breakfast. Generally, though, Mike is a very likeable character although Tanya makes sure that he is not within earshot when she says he is a big softy at heart.

Skills	Rating out of Ten
Engineering	8
Driving	5
Piloting	7
Sailing	9
Geological Knowledge	6

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### Engineer (a.k.a. Rufus)

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Rufus, unfortunately for the other members of the team, is the clumsiest and most accident prone of the six. If anyone can put the proverbial spanner in the works of a perfectly smooth mission it is Rufus.

However, give him an engine or a teleportation unit then Rufus works wonders. Rufus can fix anything no matter how many pieces it may be in.

Despite his flame red hair Rufus is a very easy-going minifigure. He is always there to make a joke and calm a situation down. Sometimes Rufus thinks that machines make more sense than people do!

He loves to invent new power-ups and new equipment for the vehicles to make them even better.



Skills	Rating out of Ten
Engineering	9
Driving	8
Piloting	6
Sailing	5
Geological Knowledge	7